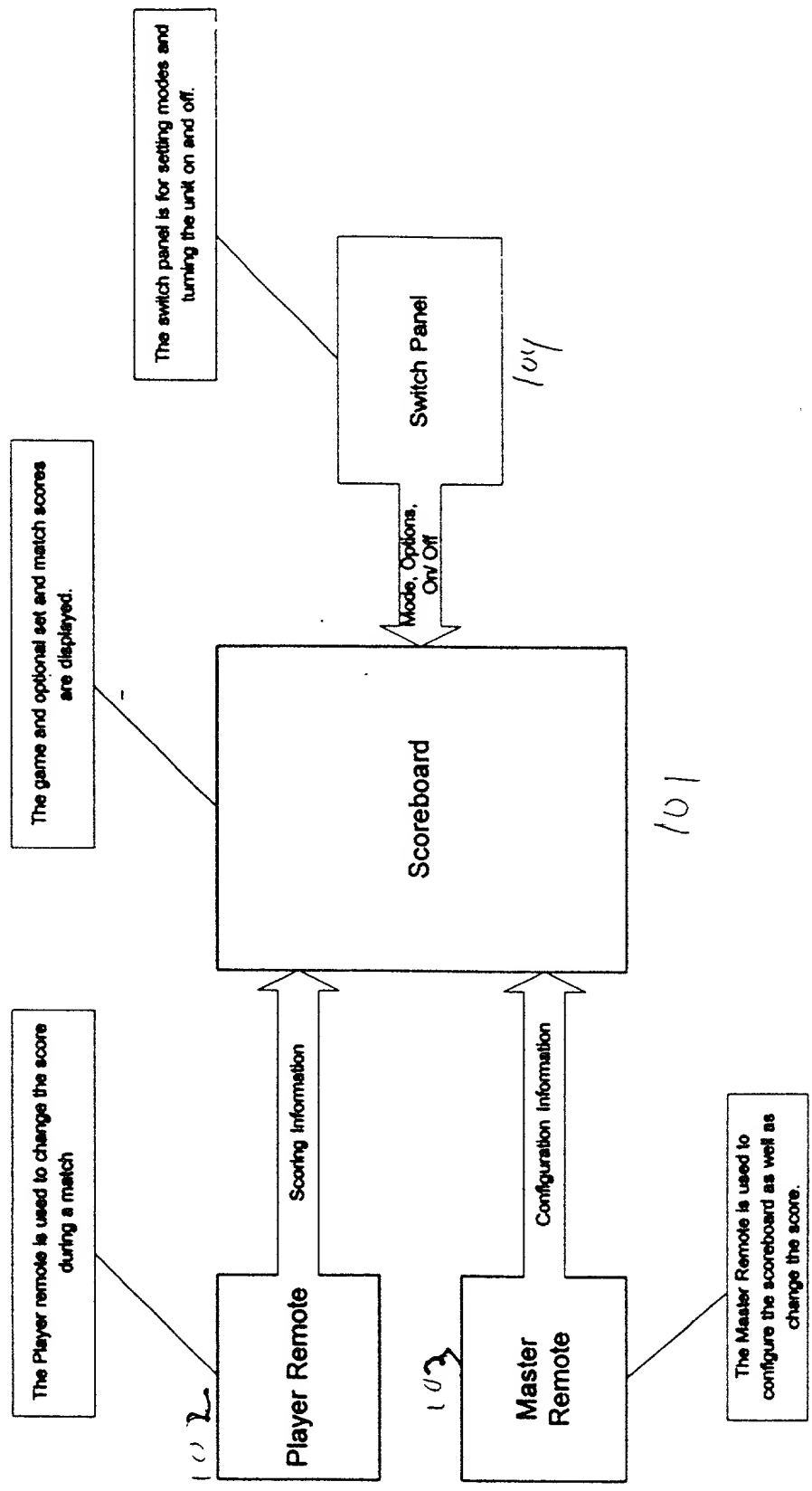


1. The Player Remote is used to change the score during a match.  
 2. The Master Remote is used to configure the scoreboard as well as change the score.  
 3. The switch panel is for setting modes and turning the unit on and off.  
 4. The game and optional set and match scores are displayed.

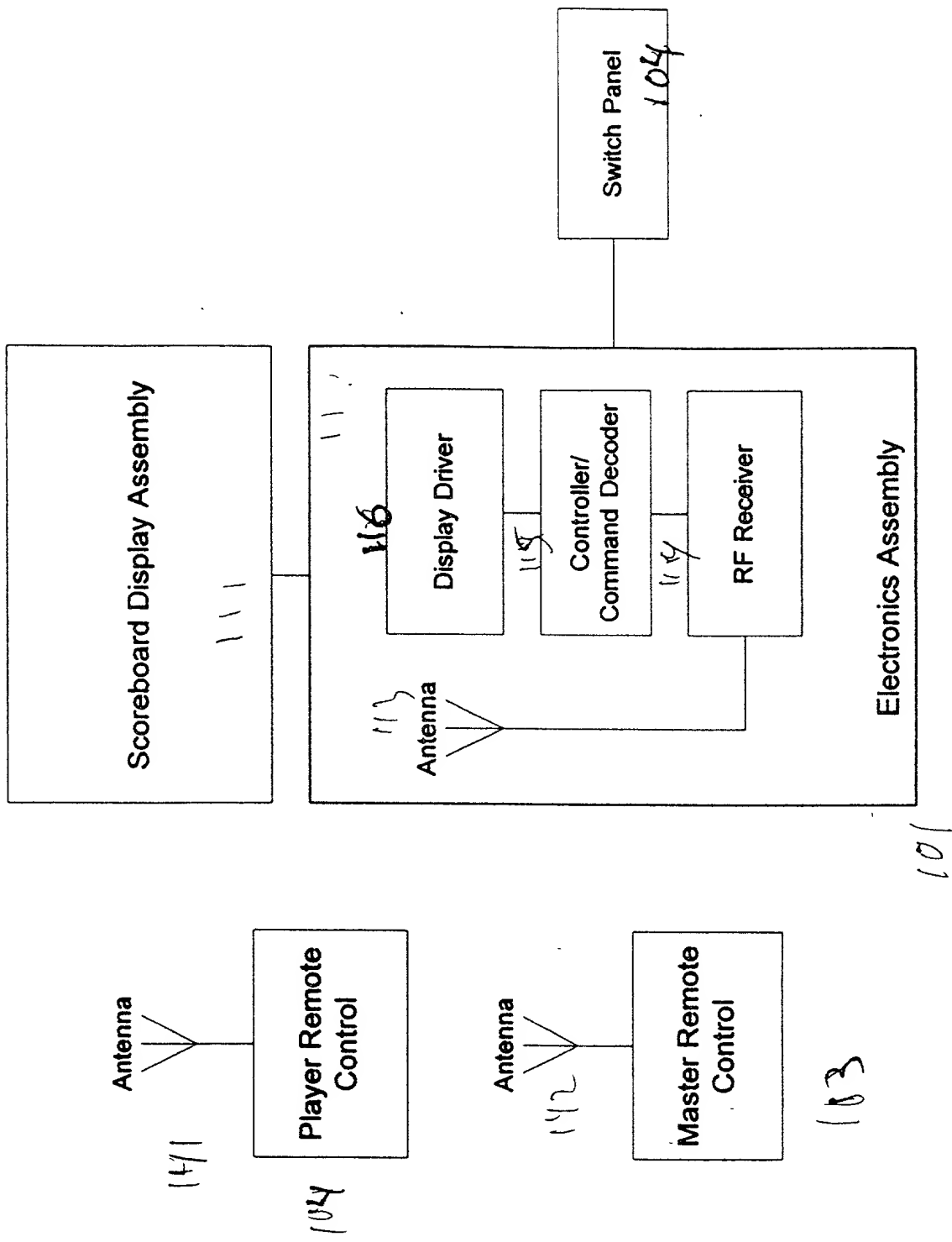


Scoreboard, Remotes, and Switch Panel			
DRAWN	PHILW	SCALE	N/A
ISSUED			

SIZE	FSCM NO	DWG NO	REV
			A

Fig. 1a

1. The present invention relates to a scoreboard system for a game, and more particularly to a scoreboard system for a game which includes a display assembly and an electronics assembly.

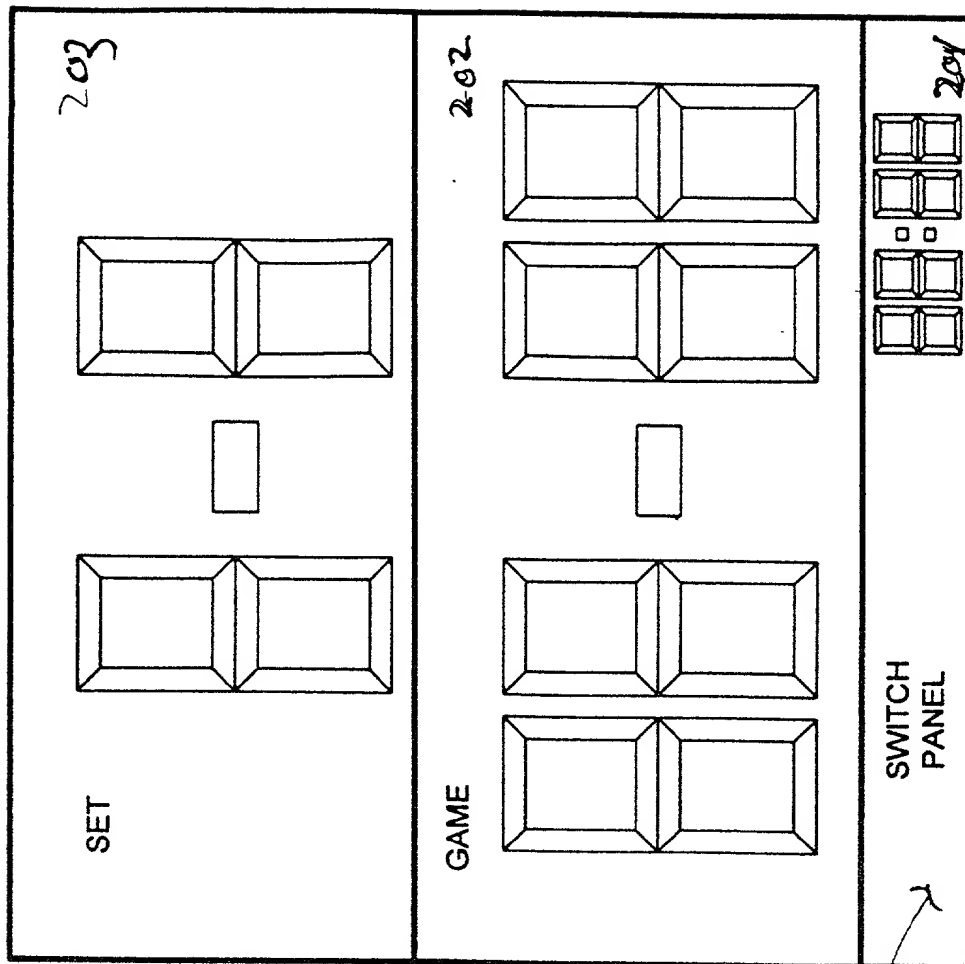


Scoreboard System Components		SIZE	FSCM NO	DWG NO	REV
DRAWN	PHILW				A
ISSUED		SCALE	N/A	SHEET	3 OF 9

Fig 1b

FIG. 2a is a perspective view of the tournament scoreboard display assembly 100, showing the front panel 102, the back panel 104, the side panel 106, and the top panel 108. The front panel 102 includes a display area 110, a control area 112, and a power switch 114. The back panel 104 includes a display area 116, a control area 118, and a power switch 120. The side panel 106 includes a display area 122, a control area 124, and a power switch 126. The top panel 108 includes a display area 128, a control area 130, and a power switch 132.

203



SWITCH PANEL DETAIL	
SWITCH	POSITIONS
Match Mode	3 5
Set Mode	6 8
Tie Breaker Mode	ON OFF
Timer	ON OFF
Power	ON OFF

204

Fig 2a

Tournament Scoreboard Display Assembly	
DRAWN	PHILW
ISSUED	

SIZE	FSCM NO	DWG NO	REV
			A
SCALE	N/A	SHEET	5 OF 9

SIZE	FSCM NO	DWG NO	REV A
SCALE	N/A	SHEET	6 OF 9

1. The purpose of this document is to provide a detailed description of the system architecture and components.
   
 2. The system is designed to be modular and scalable, allowing for future expansion and upgrades.
   
 3. The architecture is based on a central processing unit (CPU) that manages the flow of data and control signals.
   
 4. The system is designed to be robust and reliable, with built-in redundancy and fault-tolerance mechanisms.
   
 5. The system is designed to be easy to install, maintain, and operate.
   
 6. The system is designed to be secure, with built-in security features to protect against unauthorized access and data loss.
   
 7. The system is designed to be flexible, allowing for customization and configuration to meet specific requirements.
   
 8. The system is designed to be cost-effective, with a focus on minimizing hardware and software costs.
   
 9. The system is designed to be future-proof, with a focus on supporting emerging technologies and standards.
   
 10. The system is designed to be user-friendly, with a focus on providing a clear and intuitive interface.

BUTTON	HOW THE BUTTON IS USED
Select	Select a Scoreboard element to change
Advance	Increment the selected scoreboard element

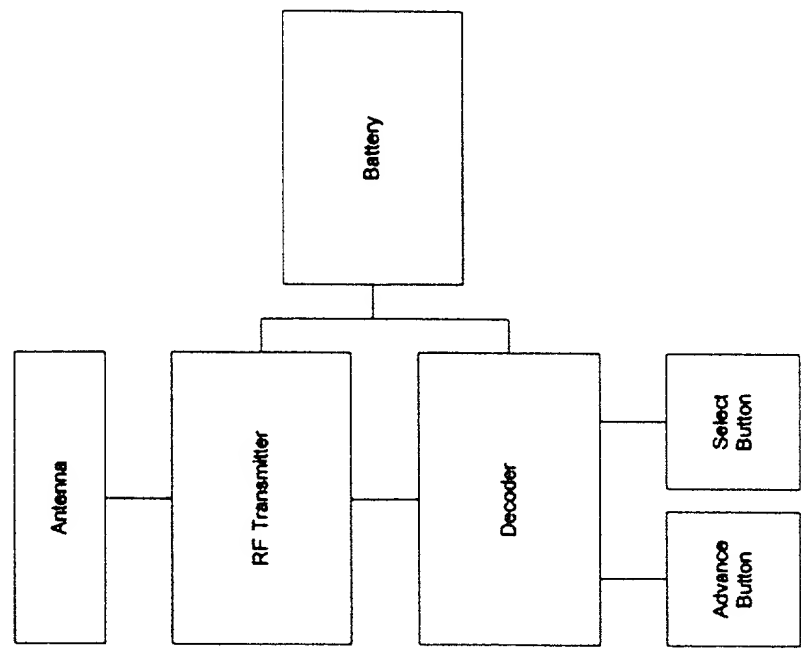
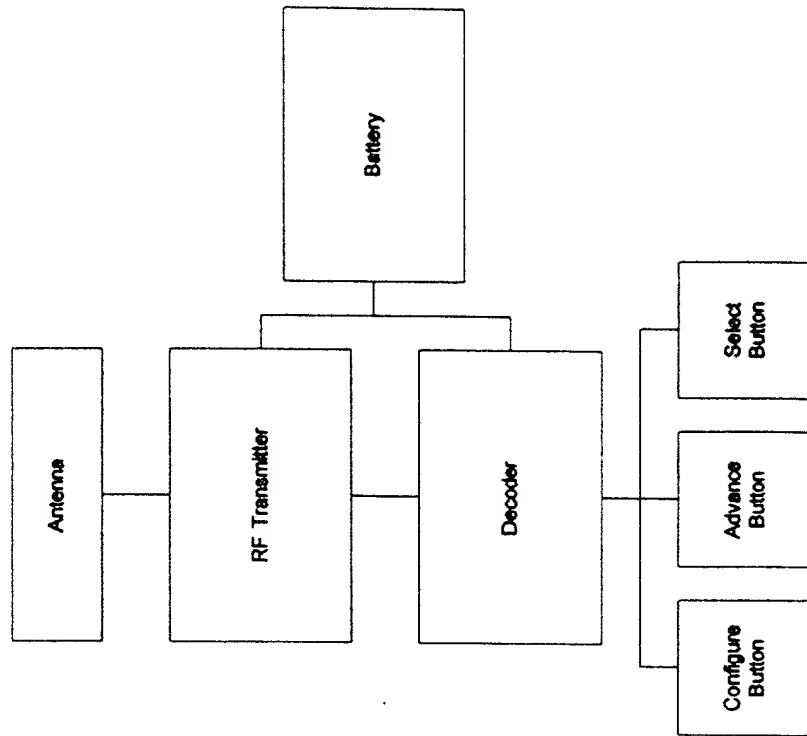


Fig 3a

Player Remote Control	
DRAWN	PHILW
ISSUED	

SIZE	FSCM NO	DWG NO	REV
SCALE	N/A		A
SHEET		7 OF 9	

BUTTON	HOW THE BUTTON IS USED
Select	Select a scoreboard element to change
Advance	Increment the selected element
Configure	Select a configuration element to change



Master Remote Control	
DRAWN	PHILW
ISSUED	

SIZE	FSCM NO	DWG NO	REV
			A
SCALE	N/A	SHEET	R OF 0

Fig 3b

113 Antenna  
 114 RF Receiver  
 125 RF Decoder  
 135 Microcontroller  
 126 Scoreboard Display Driver

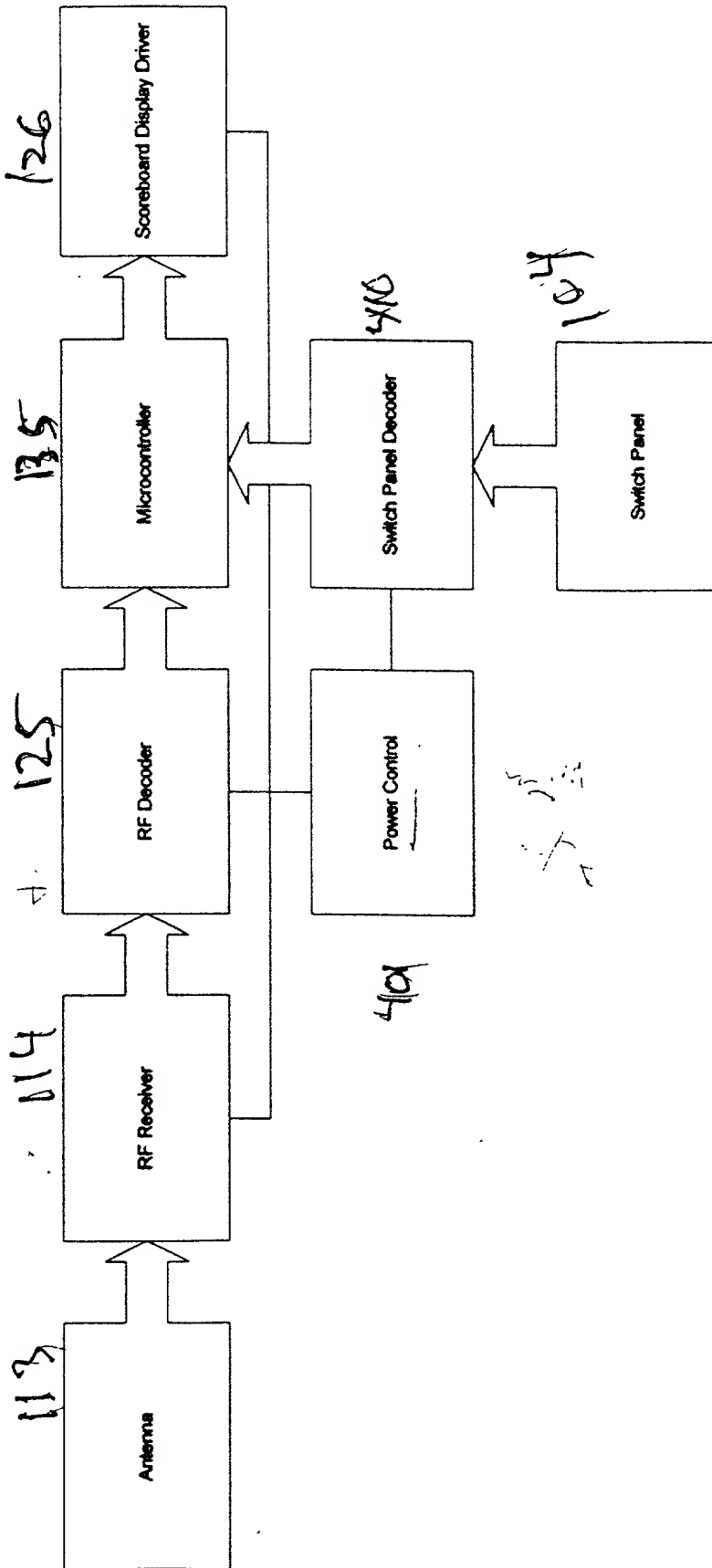


Fig. 4

Electronics Assembly		SIZE	FSCM NO	DWG NO	REV
DRAWN	PHILW				A
ISSUED		SCALE	N/A	SHEET	9 OF 9

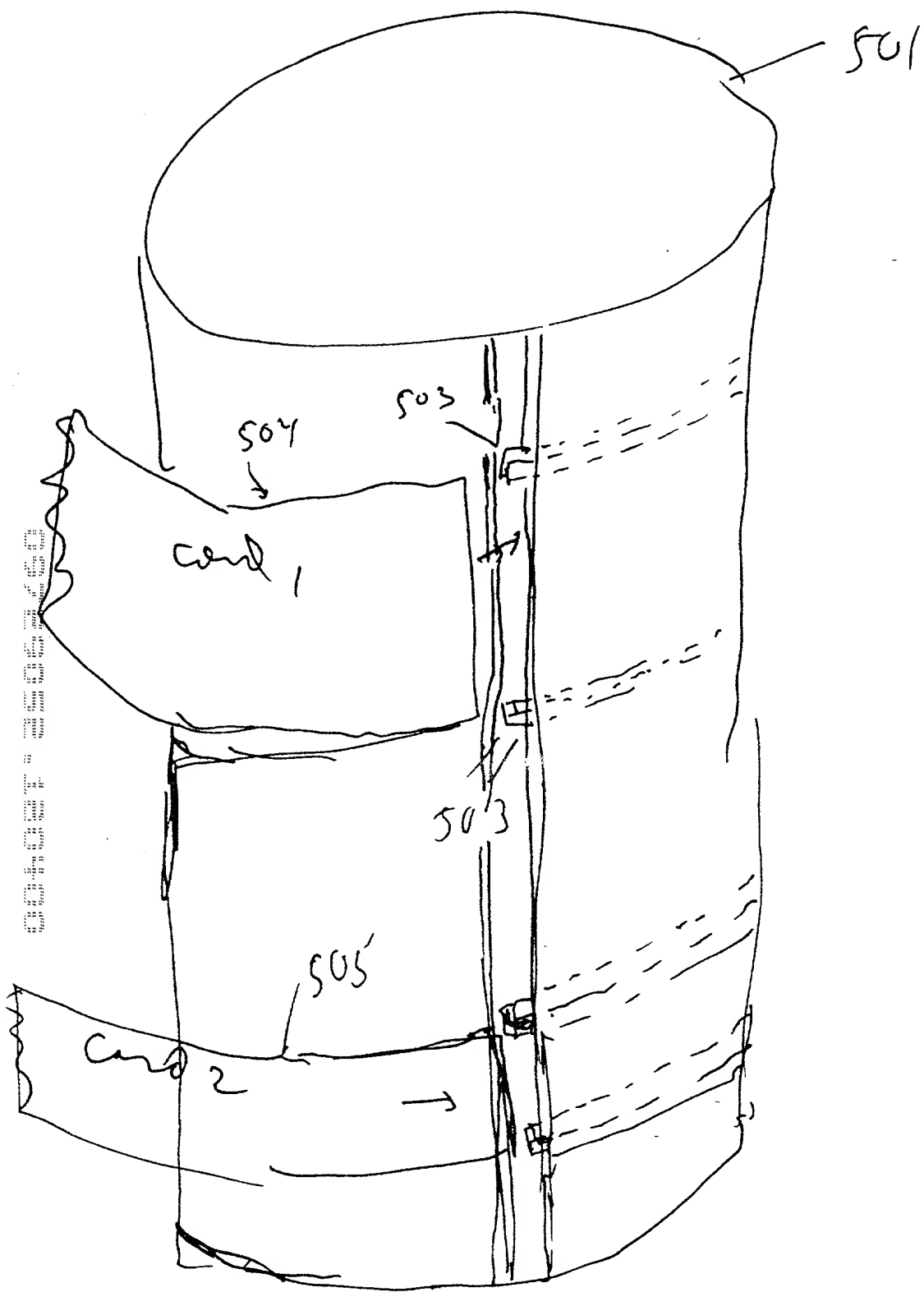


Fig 5a



FIG. 5B is a perspective view of the device 500 in a closed position. The device 500 includes a housing 510, a display 512, a player name 511, a player name switch 521, a player name switch 520, and a player name switch 520.

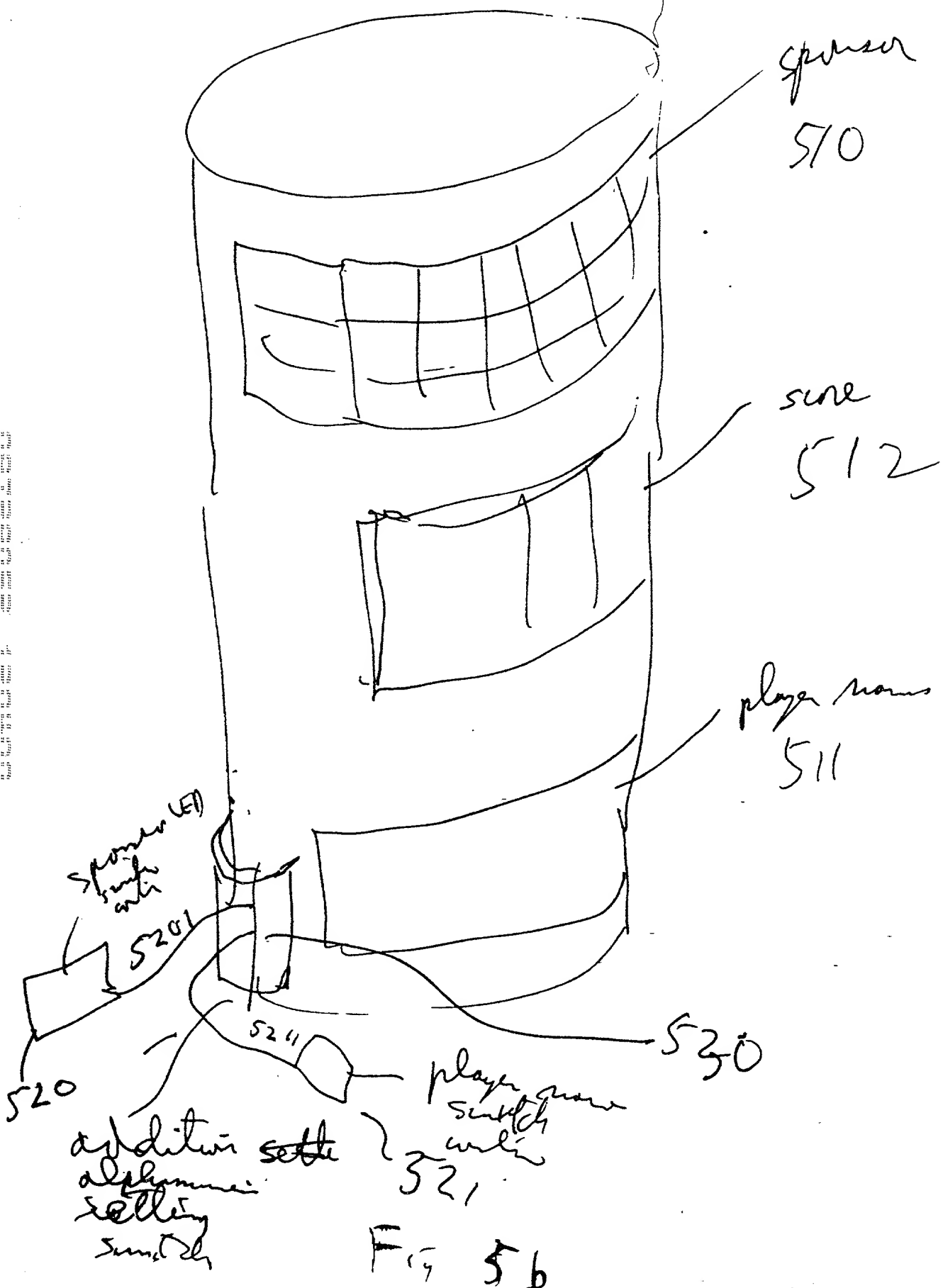


FIG 5b

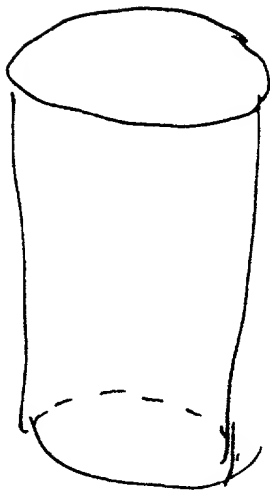


Fig 6a



Fig 6b

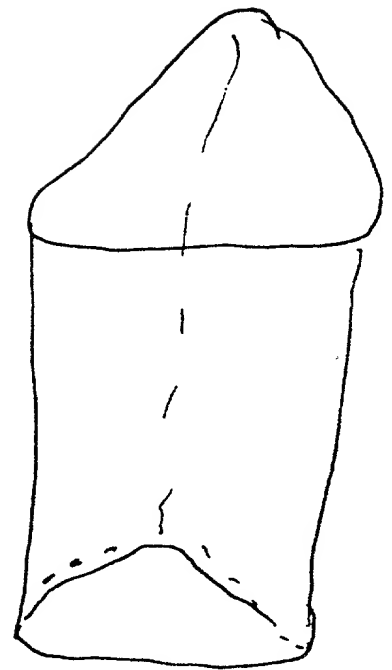


Fig 6c

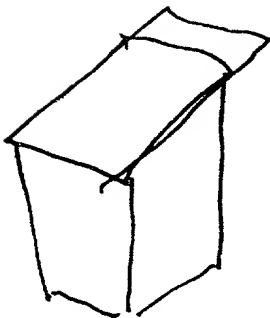
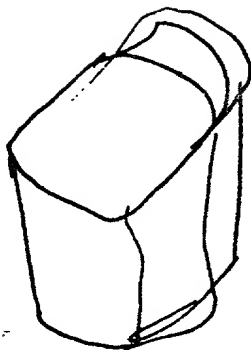


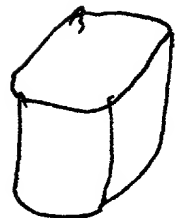
Fig. 6d



6e



6f



6g

Hand-drawn sketches of geometric shapes: cylinder, square-based pyramid, cone, rectangular prism, rectangular prism with curved top, rectangular prism, and rectangular prism.